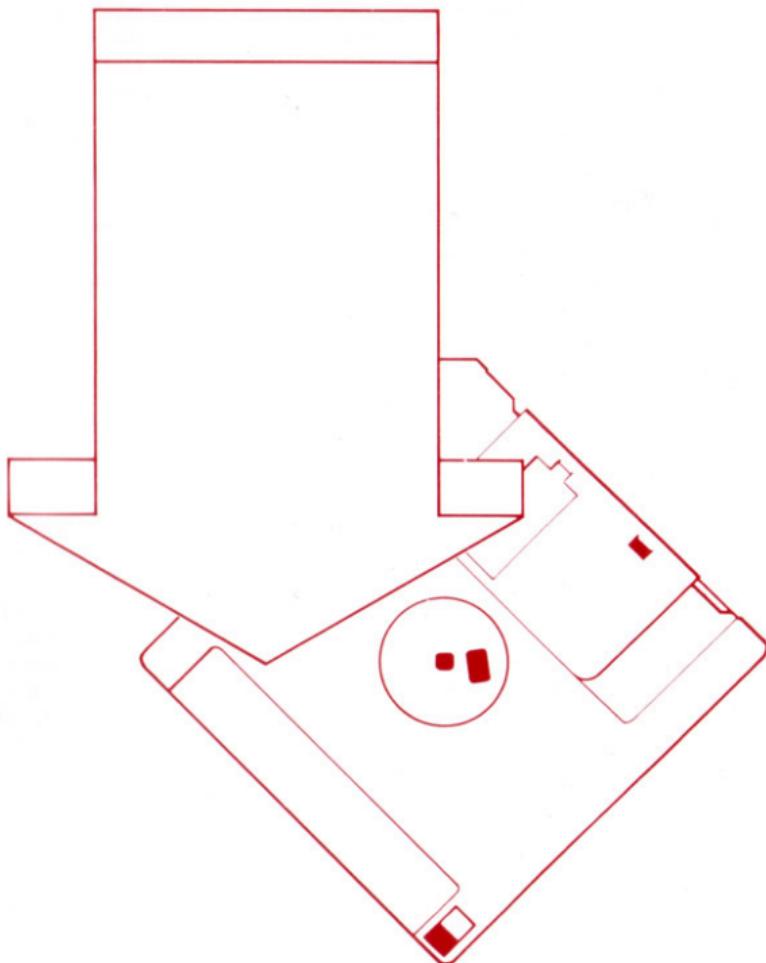


# TRIVIA CHALLENGE 1



# **TRIVIA CHALLENGE 1**

## **From Microdeal INSTRUCTIONS**

Trivia Challenge is a quiz game designed along the lines of many of the gambling games which have now become so popular in pubs and arcades. Indeed, if you have played any of these, you will find many similarities here and will be able to proceed immediately with no instructions.

Before you do anything, we suggest that you make a backup of your disk using the Desktop copy facility, either by formatting a new disk and copying each file across, or by doing a whole-disk copy. Should your original disk ever become corrupt, simply copy the files/disk back again on to the original disk. Please note that although your disk can be backed up in this way, your backup copy will not work, and is merely a backup. This is because the original disk contains a special 'signature' put on when it was initially formatted which the program needs to find. This allows us some measure of copy-protection while still allowing you to make backup copies of your investment. You may delete and copy files from/to your original disk, but do NOT reformat it.

### **PLAYING THE GAME**

To play the game, double-click on the TRIVIA.PRG icon. When loading is finished, you will be presented with the type of screen you would expect to find on a pub machine. You start with \$10.00, money which you have to spend to try to win more. To gain credits, insert money. As in the pub games, you get better value for money by inserting bigger coins. After inserting a coin, you can play your credits one at a time until you run out by clicking on the PLAY box. When you run out of credits you will need to insert more money.

After clicking on the PLAY box, one game will start. You will be presented with Question number 1. After a short delay, giving you time to read the question, three answers will appear below it and the timer will start to count down. Choose your answer with the mouse. If you are correct you will be awarded a number of points according to how long you took to answer. The quicker you answer — the more points. Don't be in too much of a hurry, though. It is far more important to get the answer right than to reply quickly. If you get the answer wrong, you may still continue (without an increase in score) until you get another one wrong. When you have answered two questions incorrectly, your play is over. You then win money according to how many points you scored. The threshold is 1000 points, below that you get nothing, above that you win \$1.00 — above 1500 points you win \$1.50 and so on.

### **SUBJECTS**

When the program first loads, the default subject is GENERAL KNOWLEDGE. You may change your subject to any of the others by dropping the menu bar and selecting a different one. The current selection is shown by a tick at the side of its entry. The subjects which are available are as follows.

## **SPORT**

This is really International Sport, which means you won't find many questions on the English Football league, or similar which are really only of interest to the people of one country. You will find, however, lots of questions on the World Cup and every other sport which is internationally popular. You will also find plenty of famous names, well known all over the world, such as Pele, Ian Botham, Mark Spitz, Joe di Maggio and Diego Maradonna. If you don't know why these are famous, give this subject a miss!

## **ART**

The world of the arts covers quite a few topics, so your knowledge needs to be fairly wide to do well here. There are questions on Painting, Sculpture, Music, Literature, the Theatre and the Decorative Arts. Anyone or anything connected with these is fair game here.

## **POP**

This is the world of pop music, that is music which sells fast! The era spanned is the last few decades, from Bing Crosby to Madonna, from Jimi Hendrix to Chris de Burgh. All the famous names are here, and for the connoisseurs, some of the not-so-famous!

## **SCIENCE**

The world of Science and Technology is vast, much wider than any of the other subjects. For example, Chemistry, Physics, Biology, Botany, Astronomy, Inventions, Natural History, Medicine, Mathematics, Psychology and Archaeology are all included here and each one of these has a myriad of subdivisions. This subject must surely be the hardest of all, requiring a good knowledge of so many diverse disciplines. It is for this reason that here you will find more than a fair share of 'easy' questions. Despite these, it is likely that this subject will be played more for entertainment than for winning money!

## **GENERAL KNOWLEDGE**

And so it's back to the beginning. This section has no limits. If it ends with a question mark, it's valid here. All the above subjects are covered here (in easier questions, of course) and a great deal more. This section is also the largest, claiming more than three times as many questions as any other section. Particularly recommended for family games!

General Knowledge is for everyone, the specialist subjects are just that — specialist! You really need to know your subject to do well in any of them. Still, you can have a lot of fun (while losing money!) just surprising yourself with how much you really know about subjects in which you thought you had little interest! Try them all out, there is a minimum of five hundred full-length questions (with full-length answers) in any subject, while General Knowledge has almost two thousand to itself — and only 40 or so of these are duplicated!

## **DO-IT-YOURSELF**

Should you wish to make up your own questions or even subjects, this can be done quite easily. For example, if you wish to have the Science topic covering only human biology, replace the SCIENCE.Q file with one of your

own containing just what you want! How to do this is described below, and don't forget to save the original on another disk! If you wish to have a totally new subject — say, on the Latin language — produce your file as **LATIN.Q** and then load it with the **LOAD FILE** option from the menu bar. The General Knowledge subject will be replaced with the Latin subject and the menu entry and title box will also change to **LATIN** (or whatever the file was called, without the **.Q** extension). There is one small restriction here, your file must be placed bare on the disk, just as all the other **.Q** files are and not on another disk or in a different directory. To produce your own question and answer file, follow these simple steps:

- 1) Write out a text file using a Text Editor or any word-processor which will produce ASCII-only files, e.g. Micro-Emacs, 1st Word — any reasonable Word-processor will be able to do this. The file needs to be in the following format — Put a question on the first line, on the next line put the correct answer. On the following two lines put two, incorrect, alternative answers. Each question then, will take up four lines of text. Do not put in any blank lines or control codes. Do not add a question mark at the end of a question — this is done automatically by the TRIVIA program. After the last answer to the last question in the file, put a single lower-case **z** on a line of its own. Take a look at the file called **SAMPLE** on your trivia disk for an example of what your finished file should look like. Note — do NOT save this file with a **.Q** extension or the **PRODUCER.TTP** program will overwrite it.
- 2) Put your file and the program called **PRODUCER.TTP** on to the same disk. Double-click on the **PRODUCER.TTP** icon and type the name of your file onto the selector box. **PRODUCER.TTP** will take your file from the disk and convert it into a form readable by **TRIVIA.PRG**. It will assign a **.Q** extension to the original name and put the file on disk in a compressed format. Now transfer the **.Q** file on to your original Trivia Challenge disk. **PRODUCER.TTP** will also inform you if any questions or answers will be too long for Trivia Challenge to handle and if you've missed out any answers.
- 3) To include this file in your quiz, follow the instructions above about the Load File menu option.

#### OWNER REGISTRATION

Please fill in and return the owner registration card supplied with this program, this will ensure that you are informed of any major program upgrades and that you periodically receive information regarding Microdeal's range of products.

#### COPYRIGHT

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